Odin von Doom

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Personal Projects

Man Overboard

[In production]
- A multi-leveled 3-star-win game, employing strategy, action, some dark humour, and not enough lifejackets for everyone!

```
Team size: 2
Tech used: Unity, VS,
C#, Gimp, InkScape,
DragonBones Pro, Azure
DevOps, SourceTree
```

Doom Lagoon

https://doomlagoon.herokuapp.com/ (Not yet optimized for IE/Edge)
- An MMO RPG built to learn server-authoritative architecture.
- Up to 3 players can drop into & out-of battles at any time!
- Allows for local storage or SQL game saves.

```
Team size: 1
Tech used: Node.js, VS
Code, Gimp, JavaScript,
PostgreSQL, HTML, CSS,
Heroku
```

Tornadoom

https://odinvondoom.herokuapp.com/
- Built engine independently using WebGL
- You are a cow-chuckin' tornado, putting an end to an alien cow-abduction.

```
Team size: 1
Tech used: WebGL,
JavaScript, VS Code,
Blender, Gimp, HTML,
CSS, PHP, FileZilla,
GitHub(Desktop), XAMPP
```

Flip'n Tables

https://play.google.com/store/apps/details?id=com.GVD.FlipnTables
- Just a quickly made infinite-runner to test the android and ios publishing processes.
- Promo reel here: https://youtu.be/qZxfv07rqfM
- Android version Includes achievements and leaderboards

```
Team size: 3
Tech used: Unity, C#,
Gimp, Piskel,
GitHub(Desktop), Google
Play Services
```

Debatabase

https://debatabase.herokuapp.com
- Personal project I built to learn Node.js and MongoDB
- It's a social, debate-facilitation tool:
  - Wide range of permission options
  - Smooth transitions/animations
  - Social tools – follow, unfollow, block, bookmark, messaging etc.
  - Wide range of search tools:
    - Search users to connect with
    - Search debates by text or tags
    - The most popular debates are readily listed
  - Multiple debate map/overview options
  - Download debates as pdf

```
Team size: 1
Tech used: Node.js, VS
Code, JavaScript,
MongoDB, Robo 3T, HTML,
CSS, GitHub(Desktop),
Heroku
```

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Education

SEPT '12 – MAY '15

Game Programming / Humber College

I graduated from this 3-year program with honours, and seized every opportunity to elevate my peers by way of: tutoring, note-taking for students with disabilities, volunteering for orientation programs, delivering campus tours, onboarding newly enrolled students, etc.

Team size: ~
Tech used: C#, C++, Java, SQL, Swift, AS3, OpenGL, OGRE, WebGL, HTML, CSS, JavaScript, Python, PHP, Android Studio, Visual Studio, Flash, Blender, Gimp, Photoshop, TortoiseSVN, and surely much more...

Professional Experience

JULY '19 – PRESENT

Game Programmer / Creative Game Technologies

I use Unity 3D (remote repo is run through Azure DevOps) to build & maintain a collection of games, that is ultimately bundled into a single project/product for our customers.

Team size: 6+
Tech used: Unity, C#, Gimp, MS SQL Server Pro, TFS, Azure DevOps

OCT '15 – JULY '16

Accessibility Assistant / Ministry of Environment

While converting PDF files to AODA compliant HTML files, I optimized my team's workflow by building and maintaining tools to track and record our progress.

Team size: 5+
Tech used: Dreamweaver, Google Sheets

MAY '13 – AUG '13

Web Developer / Axon Digital Arts

Early in my education, I worked with a professor to build and style three new websites for the University of Toronto's postgraduate medical department, and use Adobe Flash and AS3 to repair a malfunctioning/outdated site for the same department.

Team size: 5
Tech used: Dreamweaver, Illustrator, Flash, AS3